

GEORGE HAHN

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SOFTWARE ENGINEER

Lifetime Learner • Generalist • Builder • Remote Worker
Rust • Systems Software • Software Architecture • Open Source

WORK EXPERIENCE

Disney Streaming 2021 - present

Senior Software Engineer

- Core developer of Rust framework for WebAssembly-based gaming console & set-top apps
- Improved performance of common flows by 20-100+%, improved startup time by 10+ seconds
- Identified APIs that caused an outsized number of issues and advocated for improvements
 - Replaced a code generation step that caused frequent issues for local development
 - Replaced UI element identifier and lookup APIs to eliminate a primary source of bugs
- Advocated for and revamped developer tooling: proposed and prototyped new developer tooling, prototyped CI screenshot testing, improved CI time by 50%

Netlify 2020 - 2021

Senior Staff Engineer

- Responsible for deep integration with C++ CDN platform (Apache Traffic Server/ATS)
- Rebuilt integration of Tokio and ATS async runtimes and significantly improved tail latency
- Revamped Rust CI and wrote initial documentation for existing Rust projects

SmartThings (Samsung's IoT subsidiary) 2017 - 2020

Senior Software Engineer

- Core architect & developer for IoT edge platform: built with async Rust, gRPC, nsjail
- Contributed to a mixed Rust and C codebase for Linux-based IoT hub
- Built a deep integration between async runtimes (Tokio & libuv)
- Identified and fixed memory unsafety bugs in first and third-party codebases
- Maintained, modernized, and oxidized a large legacy C codebase

Independent Contractor 2013 - 2017

- Managed early stage projects and interfaced directly with clients
- Delivered projects using C, Python, and JS, often integrating with REST or MQTT
- Primary developer for cellular racecar logger, cattle activity tracker, classroom analytics system

Circuit Works 2009 - 2013

Embedded Engineer

- Wrote firmware for third party automotive electronics
- Primary developer for three shipping products, contributor to many more

TECHNOLOGIES & TOOLING

Rust, C, Bash, Git, Jira, Github Issues, Jenkins, GitHub Actions, CircleCI, Travis, Cargo, CMake, Make, SQLite, Redis, RocksDB, LMDB, InfluxDB, Datadog, SumoLogic, Sentry, Breakpad, Backtrace, HTTP, gRPC, protobufs, Linux containers, Docker, kanban, agile, scrum